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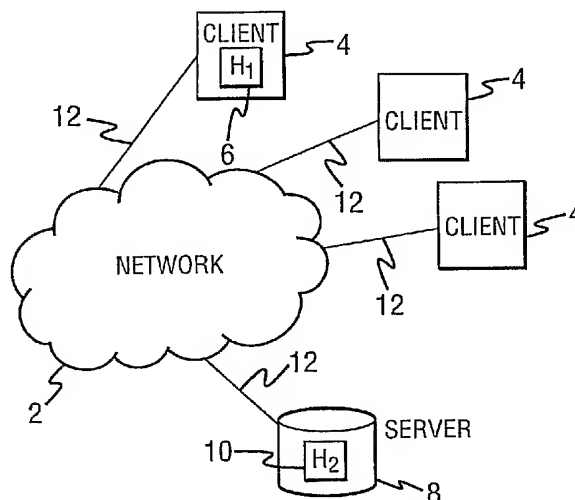
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(54) Title: ONLINE GAMING



(57) Abstract: An online gaming system enabling users connected to a communications network to interact with a computer game being played across the network, the system comprising at least one state engine for controlling the state of the game and at least one presentation engine for controlling the presentation to users of an output representing the state of the game; the state engine being arranged to enable one or more users to affect the state of the game by communicating with the state engine and thereby act as participant(s) in the game; and the presentation engine being arranged to enable at least one other user to affect the presentation of the output to one or more users acting as spectator(s) of the game by communicating with the presentation engine.

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